

BS IN INNOVATION, TECHNOLOGY AND DESIGN

Overview

The **BS in Innovation, Technology and Design** is a multi-disciplinary degree program is a unique University-wide program that will prepare graduates at the intersection of design, innovation, technology and entrepreneurship. Stewarded by the College of Engineering, with cooperation across the University, the new Bachelor of Science degree program is designed to create entrepreneurial-minded, experienced graduates who will tackle the complexities of real-world challenges and opportunities and translate ideas into sustainable, high-impact ventures. The students will be equipped to effectively integrate concepts from business, art and creativity, ethics, law, and engineering and draw on design tactics for innovation and problem solving. A critical component of this new degree is that most courses are team taught by faculty from multiple disciplines. The students will learn and innovate through experiential design challenges provided by industry partners every semester, and embedded internships and/or civic engagement.

Curriculum Requirements

Code	Title	Credit Hours
GENERAL EDUCATION REQUIREMENTS		
WRS 105	First-Year Writing I	3
WRS 107	First-Year Writing II: STEM	3
MTH 161 or MTH 162	Calculus I Calculus II	4
Arts & Humanities Cognate		9
People & Society Cognate		9
MAJOR COURSES		
Core Courses		
CIM 112	Innovation Design	3
EGN 114	Global Challenges Addressed by Engineering and Technology	3
EGN 123	Computing and Digital Solutions for the future	3
MGT 253	Introduction to Entrepreneurship	3
SOC 305	Globalization and Society	3
CIM 121	Prototyping	3
Systems Analysis and Design (NEW COURSE)		3
Entrepreneurship: Creating New Ventures (NEW COURSE)		3
Ethics, Equity, and Responsibility (NEW COURSE)		3
Creativity, the Creative Process, and Innovation (NEW COURSE)		3
Approved Electives		15
Select 5 additional courses with advisor approval including the following:		
Informed Design: Sustainability (NEW COURSE)		
The Design Team in Society (NEW COURSE)		
Emerging Technologies (NEW COURSE)		
Current Practices in Software Development (NEW COURSE)		
Digital Infrastructure and Cybersecurity (NEW COURSE)		
CIM 202	Interaction Design II	
ACC 211	Principles of Financial Accounting	
MKT 301	Marketing Foundations	
FIN 300	Fundamentals of Finance for Non-Finance Majors	
Other courses by approval		
DESIGN CHALLENGES		
ITD 120	Design Challenges 1 2	6
ITD 134	Design Challenges 3 4 (Empathize and Design)	6
Design Challenge 5&6 (New Course)		6
Design Challenge 7&8 (New Course)		6
Design Challenge Capstone		
Design Challenge Capstone 1 (New Course)		6
Design Challenge Capstone 2 (New Course)		6

CIVIC/EMPLOYER ENGAGEMENT	12
Complete 12 credits from the following options:	
Internship	
Civic Engagement	
Total Credit Hours	120

The BS in Innovation, Technology and Design offers two plan of study options for students: an intensive three-year option or a traditional four-year option.

Sample Plan of Study: Intensive Three-Year Option

Students who wish to complete the program in three years can follow the intensive plan of study below. Students in this option would need to complete two required summer internships.

Year One		Credit Hours
Fall		
WRS 105	First-Year Writing I	3
CIM 112	Innovation Design	3
EGN 114	Global Challenges Addressed by Engineering and Technology	3
EGN 123	Computing and Digital Solutions for the future	3
Design Challenge 1&2		6
Credit Hours		18
Spring		
MTH 161 or 162	Calculus I or Calculus II	4
WRS 107	First-Year Writing II: STEM	3
MGT 253	Introduction to Entrepreneurship	3
SOC 305	Globalization and Society	3
Design Challenge 3&4		6
Credit Hours		19
Summer		
Internship		6
Credit Hours		6
Year Two		
Fall		
CIM 121	Prototyping	3
Systems Analysis and Design		3
Entrepreneurship: Creating New Ventures		3
Ethics, Equity, and Responsibility		3
Design Challenge 5&6		6
Credit Hours		18
Spring		
A&H Cognate Course		3
P&S Cognate Course		3
Approved Elective		3
Creativity, the Creative Process, and Innovation		3
Design Challenge 7&8		6
Credit Hours		18
Summer		
Internship		6
Credit Hours		6
Year Three		
Fall		
A&H Cognate Course		3
P&S Cognate Course		3

Approved Elective	3
Approved Elective	3
Design Challenge Capstone 1	6
Credit Hours	18
Spring	
A&H Cognate Course	3
P&S Cognate Course	3
Approved Elective	3
Approved Elective	3
Design Challenge Capstone 2	6
Credit Hours	18
Total Credit Hours	121

Sample Plan of Study: Traditional Four-Year Option

Students who wish to have the full four-year undergraduate experience can choose to extend the course requirements over four years, rather than three. Below is one example of how a student might do this. This would enable a student to study abroad during the third year or pursue a minor or other co-curricular activities. Students can work with their advisor to fit the 12-credit internship requirement into their customized plan of study.

Year One		
Fall		Credit Hours
WRS 105	First-Year Writing I	3
CIM 112	Innovation Design	3
EGN 114	Global Challenges Addressed by Engineering and Technology	3
EGN 123	Computing and Digital Solutions for the future	3
Design Challenge 1&2		6
Credit Hours		18
Spring		
MTH 161 or 162	Calculus I or Calculus II	4
WRS 107	First-Year Writing II: STEM	3
MGT 253	Introduction to Entrepreneurship	3
Design Challenge 3&4		6
Credit Hours		16
Year Two		
Fall		
CIM 121	Prototyping	3
Systems Analysis and Design		3
Entrepreneurship: Creating New Ventures		3
Design Challenge 5&6		6
Internship		3
Credit Hours		18
Spring		
SOC 305	Globalization and Society	3
Creativity, the Creative Process, and Innovation		3
Design Challenge 7&8		6
Internship		3
Credit Hours		15
Year Three		
Fall		
A&H Cognate Course		3
P&S Cognate Course		3
P&S Cognate Course		3
Approved Elective		3

Internship	3
Credit Hours	15
Spring	
A&H Cognate Course	3
A&H Cognate Course	3
P&S Cognate Course	3
Approved Elective	3
Internship	3
Credit Hours	15
Year Four	
Fall	
Ethics, Equity, and Responsibility	3
Approved Elective	3
Design Challenge Capstone 1	6
Credit Hours	12
Spring	
Approved Elective	3
Approved Elective	3
Design Challenge Capstone 2	6
Credit Hours	12
Total Credit Hours	121

Mission

The BS in Innovation Technology & Design program, an initiative of the University of Miami New Century Education Incubator, will prepare students to research, analyze, prototype and design innovative products and processes from concept to launch.

Student Learning Outcomes

- Students will be able to describe and employ various stages of the design-and-innovation process, from initial research to new concept generation and on to implementation.
- Students will be able to integrate social, technological and formal analysis in the design of innovative product, service, and system concepts.
- Students will be able to identify and characterize stakeholders surrounding technology innovation in relation to specific design concepts.
- Students will be able to conduct research and understand the expectations, experiences, and practices of technology users and key stakeholders.